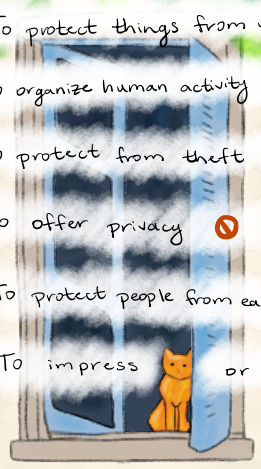
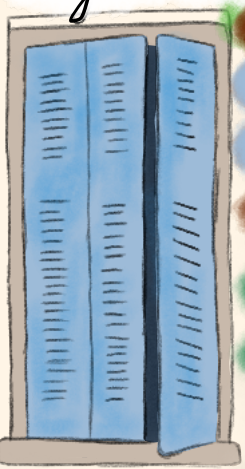


Role of Architecture in Games

Why we construct buildings:

1. To protect things from weather
2. To organize human activity efficiently
3. To protect from theft
4. To offer privacy
5. To protect people from each other
6. To impress or decorate

*outdoor spaces and natural objects are difficult to translate to games



- Not usually relevant to games
- Can be relevant to games
- Translate directly to games

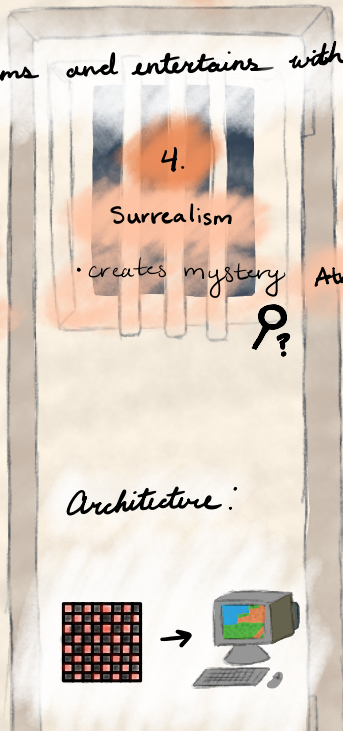
*primary! Architecture supports gameplay through:

1. **Constraint**
 - freedom of movement
 - influence of weapons
2. **Concealment**
 - hide valuable objects
 - hide players from each other
3. **Obstacles and tests of skill**
 - Logic/observation
 - OR
 - coordination
4. **Exploration**
 - understand what leads where

*things can be weird in real-world contexts if they support gameplay

*secondary! Architecture informs and entertains with:

1. **Familiarity**
 - use common sense for environments
2. **Allusion**
 - make references
3. **New worlds**
 - to create unfamiliarity, make unfamiliar spaces



4. **Surrealism**
 - creates mystery
5. **Atmosphere**
 - make a vibe that matches the game's narrative
6. **Comedy**
 - If a game is funny, the buildings can be too
7. **Clichés**
 - rely on stereotypes to set player expectations

Architecture:

